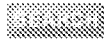



[Subscribe \(Full Service\)](#) [Register \(Limited Service, Free\)](#) [Login](#)

 Search: ☒ The ACM Digital Library ☐ The Guide

 Searching within The ACM Digital Library with Advanced Search: (preview and ringtones) (star)
 Found 5 of 243,693

REFINE YOUR SEARCH Search Results Related Magazines Related SIGs Related Confe

▼ Refine by Keywords

Discovered Terms

▼ Refine by People

Names
Institutions
Authors

▼ Refine by Publications

Publication Year
Publication Names
ACM Publications
All Publications
Publishers

▼ Refine by Conferences

Sponsors
Events
Proceeding Series

Results 1 - 5 of 5

 Sort by in

Save results to a Binder

1 [The mobile storefront: let your fingers do the shopping](#)

Annette Wagner

November 2005 DUX '05: Proceedings of the 2005 conference on Designing eXperience

Publisher: AIGA: American Institute of Graphic Arts

 Full text available: Pdf (356.47 KB) Additional Information: [full citation](#), [abstract](#), [reference](#)

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 39, Citation (

The Mobile Storefront Case Study is a view into a project to dramatically retail user experience for shopping and purchasing ringtones, games, pi other content on handsets. The project was inspired by use cases, vision

Keywords: content, entertainment, handheld devices and mobile comp information architecture, interaction design, user experience, user inter user research, user studies

2 [OZCHI industry case studies](#)

Phillip Julian

November 2005 OZCHI '05: Proceedings of the 17th Australia conference o Human Interaction: Citizens Online: Considerations for Today and Future

Publisher: Computer-Human Interaction Special Interest Group (CHISIG) of Austr

 Full text available: Pdf (138.83 KB) Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 0, Downloads (12 Months): 2, Citation C

Applying Usability Research to the Design of Mobile Internet Application Ringback Tones.

3 [Digital rights management in a 3G mobile phone and beyond](#)

Thomas S. Messerges, Ezzat A. Dabbish

October 2003 DRM '03: Proceedings of the 3rd ACM workshop on Digital rig management

Publisher: ACM

 Full text available: Pdf (306.59 KB) Additional Information: [full citation](#), [abstract](#), [reference](#), [terms](#)

Bibliometrics: Downloads (6 Weeks): 20, Downloads (12 Months): 294, Citatio

In this paper we examine how copyright protection of digital items can b managed in a 3G mobile phone and other devices. First, the basic conce

ADVANCED SEARCH

[Advanced Search](#)

FEEDBACK


Please provide us with feedback

Found 5 of 243,693

and requirements for digital rights management are reviewed. Next, a f


Keywords: MPEG-21, copyright protection, cryptography, digital content management, embedded system, key management, mobile phone, open alliance, security

4 [Digital rights management & protecting the digital media value chain](#)

 [Marvin L. Smith](#)

October 2004 MUM '04: Proceedings of the 3rd international conference on ubiquitous multimedia

Publisher: ACM


Full text available:  [Pdf](#) (95.20 KB) Additional Information: [full citation](#), [abstract](#), [reference terms](#)

Bibliometrics: Downloads (6 Weeks): 11, Downloads (12 Months): 156, Citation

Digital media that is readily & illegally distributed over the Internet and networks has posed major problems for the members of the digital media Ubiquitous mobile communication devices such as media capable hands

Keywords: combined delivery, digital media, digital rights management forward lock, open mobile alliance (OMA), rights expression language (REL) delivery

5 [Taking on the masses with mobile messaging TV](#)

 [Samuel Miller](#)

April 2005 Computers in Entertainment (CIE) , Volume 3 Issue 2

Publisher: ACM

Full text available:  [Pdf](#) (193.93 KB) Additional Information: [full citation](#), [abstract](#), [cited by](#)

Bibliometrics: Downloads (6 Weeks): 13, Downloads (12 Months): 84, Citation

Just like the Internet and cellular revolutions preceding it, mobile messaging alter the viewing habits of millions of cable subscribers in the years to come

Keywords: SMS-TV, entertainment, gaming, interactive, mobile messaging participation TV, television broadcast games

The ACM Portal is published by the Association for Computing Machinery. Copyright © 2009 ACM, Inc.

[Terms of Usage](#) [Privacy Policy](#) [Code of Ethics](#) [Contact Us](#)

Useful downloads:  [Adobe Acrobat](#)  [QuickTime](#)  [Windows Media Player](#)  [Real Player](#)